

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please CANCEL claims 1-24 without prejudice to or disclaimer of the subject matter recited therein and ADD new claims 25-40 in accordance with the following:

1. (CANCELLED) An information storage medium, comprising:
audiovisual (AV) data;
navigation data that is a set of navigation commands related to reproduction of the AV data; and
an interactive graphic stream which controls reproduction of the AV data, wherein language information of the interactive graphic stream is changeable only by the navigation commands and not changeable by a user's operations.
2. (CANCELLED) The information storage medium of claim 1, wherein the interactive graphic stream is a menu stream used in reproducing the AV data.
3. (CANCELLED) A multimedia data reproducing apparatus, comprising:
a memory which stores attribute information including language information of an interactive graphic stream controlling reproduction of the multimedia data;
a processor which, according to the language information, loads and executes a program to select an interactive graphic stream written in the language of the language information; and
a decoder which receives and decodes the selected interactive graphic stream.
4. (CANCELLED) The reproducing apparatus of claim 3, wherein the interactive graphic stream is a menu stream that is not changeable by a user's operation.
5. (CANCELLED) The reproducing apparatus of claim 3, wherein the attribute information includes menu language information, viewer class information, sub-title language information, and audio language information.

6. (CANCELLED) The reproducing apparatus of claim 3, wherein the program is included in the interactive graphic stream.

7. (CANCELLED) The reproducing apparatus of claim 3, wherein the interactive graphic stream has text information for each language and shares information irrelevant to language with other interactive graphic streams.

8. (CANCELLED) The reproducing apparatus of claim 7, wherein the text information is stored in the form of text data or graphic data.

9. (CANCELLED) A multimedia data reproducing method, comprising:
reading attribute information containing language information of interactive graphic streams controlling reproduction of the multimedia data;
according to the language information, loading and executing a program to select one of the interactive graphic streams written in a language corresponding to the language information;
and
receiving and decoding the selected interactive graphic stream.

10. (CANCELLED) The reproducing method of claim 9, wherein the selected interactive graphic stream is a menu stream that is not changeable by a user's operation.

11. (CANCELLED) The reproducing method of claim 9, wherein the attribute information comprises menu language information, viewer class information, sub-title language information and audio language information.

12. (CANCELLED) The reproducing method of claim 9, wherein the interactive graphic stream has text information for each language and shares information irrelevant to language with other interactive graphic streams.

13. (CANCELLED) An information storage medium storing multimedia data, comprising:
a plurality of menu streams which comprise navigation data and each correspond to a different language;
shared audiovisual (AV) data which the navigation data controls reproduction of the

shared AV data independent of the menu stream language; and

a plurality of interactive text information each corresponding to a different language and which the navigation data controls reproduction of the interactive text information based on the language of each corresponding menu stream.

14. (CANCELLED) The information storage medium of claim 13, further comprising program commands which control which of the plurality of menu streams is to be reproduced.

15. (CANCELLED) The information storage medium of claim 13, wherein storage space of the information storage medium is optimized by sharing the AV data among the plurality of menu streams.

16. (CANCELLED) The information storage medium of claim 13, wherein the plurality of menu streams are multiplexed with respective corresponding interactive text information.

17. (CANCELLED) A information storage medium reproducing apparatus reproducing an information storage medium, comprising:

a system register which stores language information;

a processor which selects a menu stream based on the stored language information from the information storage medium; and

a decoder which decodes the selected menu stream, wherein the menu stream controls reproduction of non-language specific audiovisual information and text information corresponding to the stored language information from the information storage medium.

18. (CANCELLED) The reproducing apparatus of claim 17, wherein the processor selects the menu stream based on a menu language in the stored language information and the processor executes program commands corresponding to the menu language which selects the corresponding menu stream to be reproduced.

19. (CANCELLED) A method of reproducing multimedia data from an information storage medium, comprising:

reading menu language information from a player status register on the information storage medium;

selecting a menu stream based on the read menu language information;

executing the selected menu stream; and
reproducing non language specific audio visual data from the information storage medium together with the selected menu stream.

20. (CANCELLED) The method of claim 19, further comprising:
receiving a language selection command during the reproducing the non language specific audio visual data and the selected menu stream; and
changing from the selected menu stream to a different language menu stream based on the received language selection command.

21. (CANCELLED) The method of claim 19, further comprising:
comparing the read menu language information to a language identification in the selected menu stream to check for an error.

22. (CANCELLED) A computer readable recording medium recording a program that executes a method of reproducing multimedia data from an information storage medium, wherein the method comprises:

reading attribute information containing language information of an interactive graphic stream controlling reproduction of the multimedia data;
according to the language information, loading and executing a program to select an interactive graphic stream written in the language of the language information; and
receiving and decoding the selected interactive graphic stream.

23. (CANCELLED) A computer readable recording medium recording a program that executes a method of reproducing multimedia data from an information storage medium, wherein the method comprises:

reading menu language information from a player status register on the information storage medium;
selecting a menu stream based on the read menu language information;
executing the selected menu stream; and
reproducing non language specific audio visual data from the information storage medium together with the selected menu stream.

24. (CANCELLED) A method of storing multimedia data on an information storage

medium, comprising:

 multiplexing a menu stream comprising a plurality of text information corresponding to different languages and shared data which is common to each of the different languages;

 storing the multiplexed menu stream on the information storage medium in an efficient manner which does not redundantly store the shared data.

25. (NEW) A method of selecting and reproducing one interactive graphics stream among at least one interactive graphics stream, comprising:

 loading and executing a program that selects one of the interactive graphics streams;
and

 reading and reproducing the interactive graphics stream selected by the program.

26. (NEW) The method of claim 25, wherein the loading and executing comprises determining whether the interactive graphics stream obtained by executing the program comprises attribute information.

27. (NEW) The method of claim 25, wherein the program is a command included in a program object comprised of navigation commands.

28. (NEW) The method of claim 25, when an interactive graphics stream change program included in the reproduced interactive graphics stream is executed, further comprising reading and reproducing another interactive graphics stream selected according to new attribute information obtained by executing the interactive graphics stream change program.

29. (NEW) The method of claim 28, wherein the reading and reproducing of the interactive graphics stream selected according to the new attribute information comprises:

 determining whether the other interactive graphics stream having the new attribute information is present; and

 if determined that the interactive graphics stream having the new attribute information is present, reading and reproducing the interactive graphics stream having the new attribute information.

30. (NEW) The method of claim 28, wherein the interactive graphics stream change program is a button command included in a button object.

31. (NEW) The method of claim 26, wherein the attribute information comprises menu language information, viewer class information, sub-title language information, and audio language information.

32. (NEW) The method of claim 25, wherein the interactive graphics stream has text information for each language and shares information irrelevant to language with other interactive graphics streams.

33. (NEW) An information storage medium, comprising:
audiovisual (AV) data;
navigation data that is a set of navigation commands related to reproduction of the AV data; and
at least one interactive graphics stream,
wherein one among the at least one interactive graphics stream is selected according to a result of executing a program that selects the one among the at least one interactive graphics stream and is reproduced.

34. (NEW) The information storage medium of claim 33, wherein the program selects the one among the at least one interactive graphics stream according to attribute information of the interactive graphics stream, and the attribute information comprises menu language information, viewer class information, sub-title language information, and audio language information.

35. (NEW) An apparatus selecting and reproducing one among at least one interactive graphics stream, the apparatus comprising:
a processor which loads and executes a program that selects one among the at least one interactive graphics stream; and
a decoder which reads and reproduces the interactive graphics stream selected by the program.

36. (NEW) The apparatus of claim 35, wherein the processor obtains attribute information by loading and executing the program that selects the one among the at least one interactive graphics stream and determines whether one of the at least one interactive graphics

stream comprising the attribute information is present.

37. (NEW) The apparatus of claim 35, wherein the program is a command included in a program object comprised of navigation commands.

38. (NEW) The apparatus of claim 35, wherein the processor loads and executes an interactive graphics stream change program included in the interactive graphics stream that is being reproduced and reads and reproduces another interactive graphics stream selected according to new attribute information obtained by executing the interactive graphics stream change program.

39. (NEW) The apparatus of claim 38, wherein the interactive graphics stream change program is a button command included in a button object.

40. (NEW) The apparatus of claim 36, wherein the attribute information includes menu language information, viewer class information, sub-title language information, and audio language information.